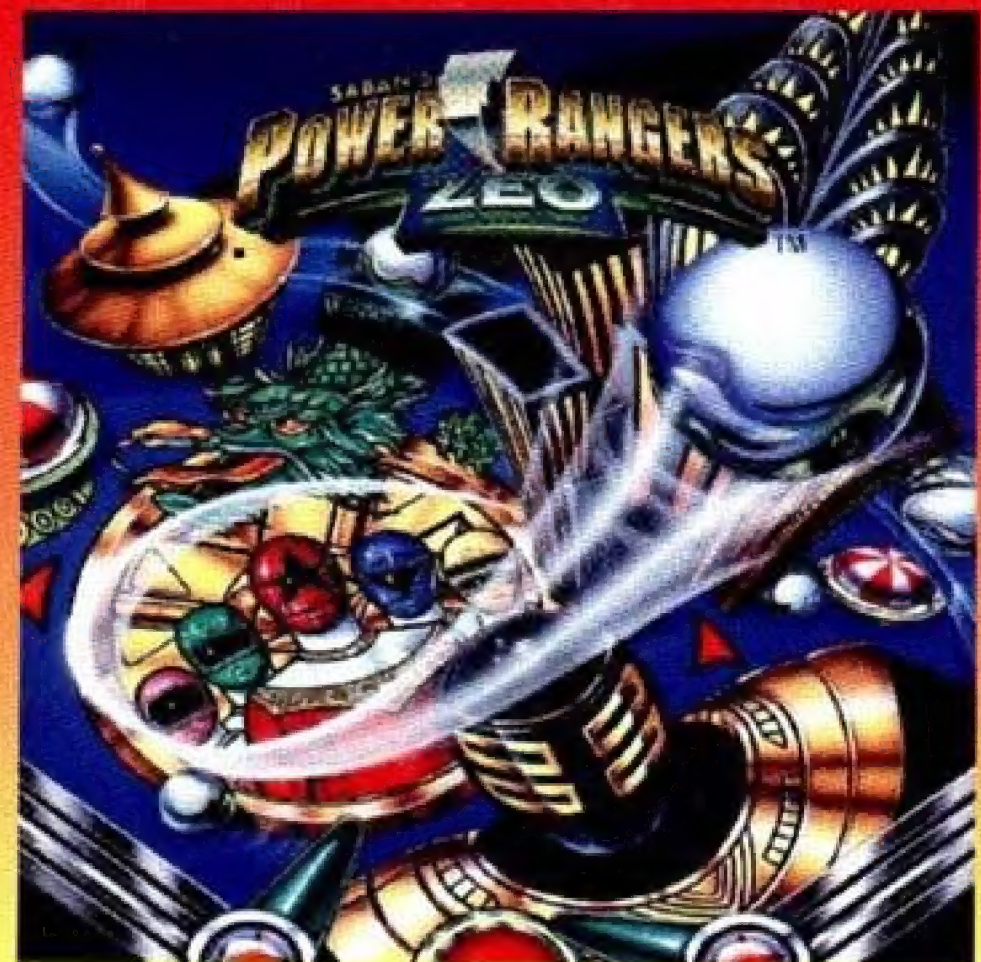
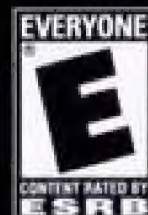


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NTSC U/C

PlayStation™



FULL TILT BATTLE PINBALL™



SCES-90699

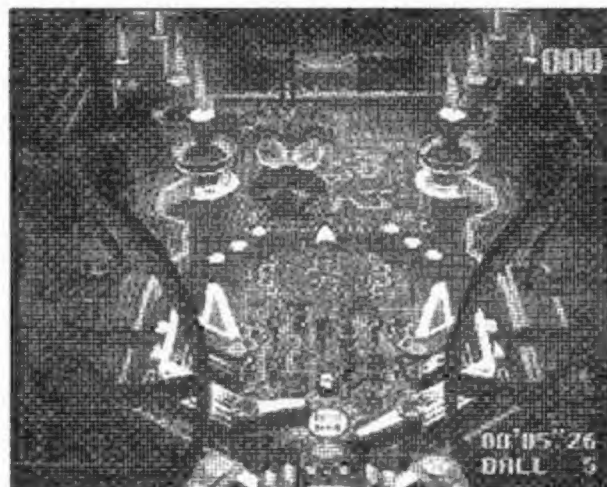
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Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the POWER RANGERS ZEO Full Tilt Battle Pinball disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



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1. GETTING STARTED

After you insert the POWER RANGERS ZEO Full Tilt Battle Pinball disc, the Title Screen will appear. Press START to advance to the Options Screen which allows you to select the following options: Game Start, Stage Challenge, New Game, Load Saved Game, Save, Options, High Score and Exit. To make a selection, press the Control Pad to highlight your choice, then press the X Button to activate the selection.

GAME START

Game Start allows you to begin your first game or to restart a saved game.

STAGE CHALLENGE

Training Mode allows you to practice on any stage with a limited number of balls once you have completed all the levels of that stage.

NEW GAME

New Game lets you start a new game from Stage 1.

LOAD SAVED GAME (Sub-menu)

The Load selection allows you to load a previously saved game. To Load a saved game, use the Control pad to highlight the game's name and press the X Button. Then, use the Control Pad to highlight "Yes" or "No" and press the X Button to activate your choice. When the screen indicates that the save has succeeded, press the Δ Button again to continue.

SAVE (Sub-menu)

The Save sub-menu lets you save a game. When you access this sub-menu, it will indicate your current game's name and difficulty level (e.g. DATA1 USA,

Hard). Use the Control Pad to highlight "Yes" or "No" and press the X Button to activate your choice. When the screen indicates that the save has succeeded, press the **Δ** Button again to continue.

OPTIONS (Sub-menu)

The Option Sub-Menu allows you to make the following game settings:

Controller:	Type A, B or C configurations
Game Level:	Easy, Normal, Hard
Sound:	Stereo or Mono
Music:	Volume Slider
SFX:	Volume Slider
Exit	Lets you exit the Options Screen

Press the Control Pad Up and Down to highlight a specific option. Then, press the Control Pad Right and Left to highlight selections. When you exit the Options sub-menu, you will return to the Title Screen. Press **START** to advance to the Options Screen and begin.

2. HOW TO USE THE CONTROLLER

ALL CONFIGURATIONS

X Button:	Press to launch a ball.
SELECT:	Press to turn the Score and Timer on and off.
Δ Button	Press to nudge the playfield up and down.
START:	Press to start or pause a game.

TYPE A CONFIGURATION

L1/L2:	Press to "hug" (shake) the playfield to the right.
R1/R2:	Press to "hug" (shake) the playfield to the left.
Control Pad Left:	Press to move the left flipper.
O Button:	Press to move the right flipper.

TYPE B CONFIGURATION

- L1 or L2: Press to move the left flipper.
R1 or R2: Press to move the right flipper.
Control Pad Left: Press to "hug" (shake) the playfield to the right.
O Button: Press to "hug" (shake) the playfield to the left.

TYPE C CONFIGURATION

- R1: Press to move the right flipper.
L1: Press to move the left flipper.
R2: Press to "hug" (shake) the playfield to the left.
L2: Press to "hug" (shake) the playfield to the right.



3. HOW TO PLAY THE GAME

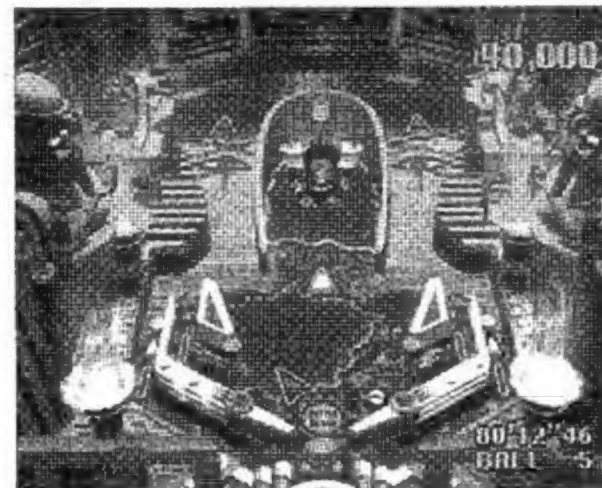
POWER RANGERS ZEO Full Tilt Battle Pinball is an arcade-like pinball game with 5 main playfields: USA, Europe, Asia, Africa, and the North Pole. The object in each playfield is to defeat the End Level Boss. You are allotted 5 balls per game. To defeat the Boss, you must hit him with the ball a specific number of times. In some of the stages, after you have destroyed the Boss, you will need to roll a ball through the area where the Boss was located to complete the stage.

MULTIBALL MODE

You can access Multiball Mode in the playfields that have ramps. To do this, you must roll a ball up the ramps a certain number of times. If you succeed, several additional balls will appear.

VIEWING THE CINEMAS

In each level, the ZEO RANGERS' Helmets will appear if you hit certain enemies. When the Helmets appear, you should try to hit them. When you hit a Helmet, its icon will appear, rotating in the bottom left hand side of the screen. If you hit all five Helmets, a Cinema will appear of a ZORD destroying the Boss from that level.



4. WINNING THE GAME

To win the game, you must defeat the Bosses in all 5 playfields.